

3D Art Syllabus

Students will enhance their creative process and visual awareness three dimensionally while developing the fundamental skills needed for a solid foundation in the visual arts. The elements and principles of design will be introduced through the exciting exploration of various 3D sculptural media and techniques such as: drawing, painting, clay, wire, paper, jewelry, fibers, etc. The course will consist of guided exercises, individual projects, group discussion, critiques, and use of technology to expand knowledge of art history and techniques.

What to Expect: Along with creating specific assignments, we will also have discussions, create a blog to showcase artwork, be watching videos, completing handouts, working out ideas through sketchbook assignments, and doing a variety of critiques, etc. Due to the material we will be covering in this class you will need to bring with you a pencil, sketchbook, and laptop EVERYDAY. Sketchbooks will be created in class and will be used for assignments, pre-practice ideas as well as note taking.

Evaluation will be based on many things such as: meeting the basic guidelines for each project, quality of work, creativity, class participation, craftsmanship, critiques, practice sketch ideas, and effort you put into the work. Wasting time and messing around will result in a lower grade and possible removal from the class. Students needing more time for assignments should think about taking work home, coming in before / after school, or during a study hall.

Semester tests will be at the end of each semester. Tests will be over notes, video info, demonstrations, handouts, etc. concerning the course. The end of the semester portfolio – blog will also count for a portion of the semester test grade.

Extra Credit: Students wishing to work beyond the required assignments can get up to 25 extra credit points per quarter.

****For any additional information and specific assignments check the classroom wiki: vmsecondaryartdepartment.com**